Peter Wheat

Book

ONE FOR YOU
ONE FOR YOUR
GOOD NEIGHBOR

SEE BACK COVER

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Loads of things to do just for fun

GAMES • JOKES • THINGS TO MAKE • COLORING • DRAWING

WEBCOMIC
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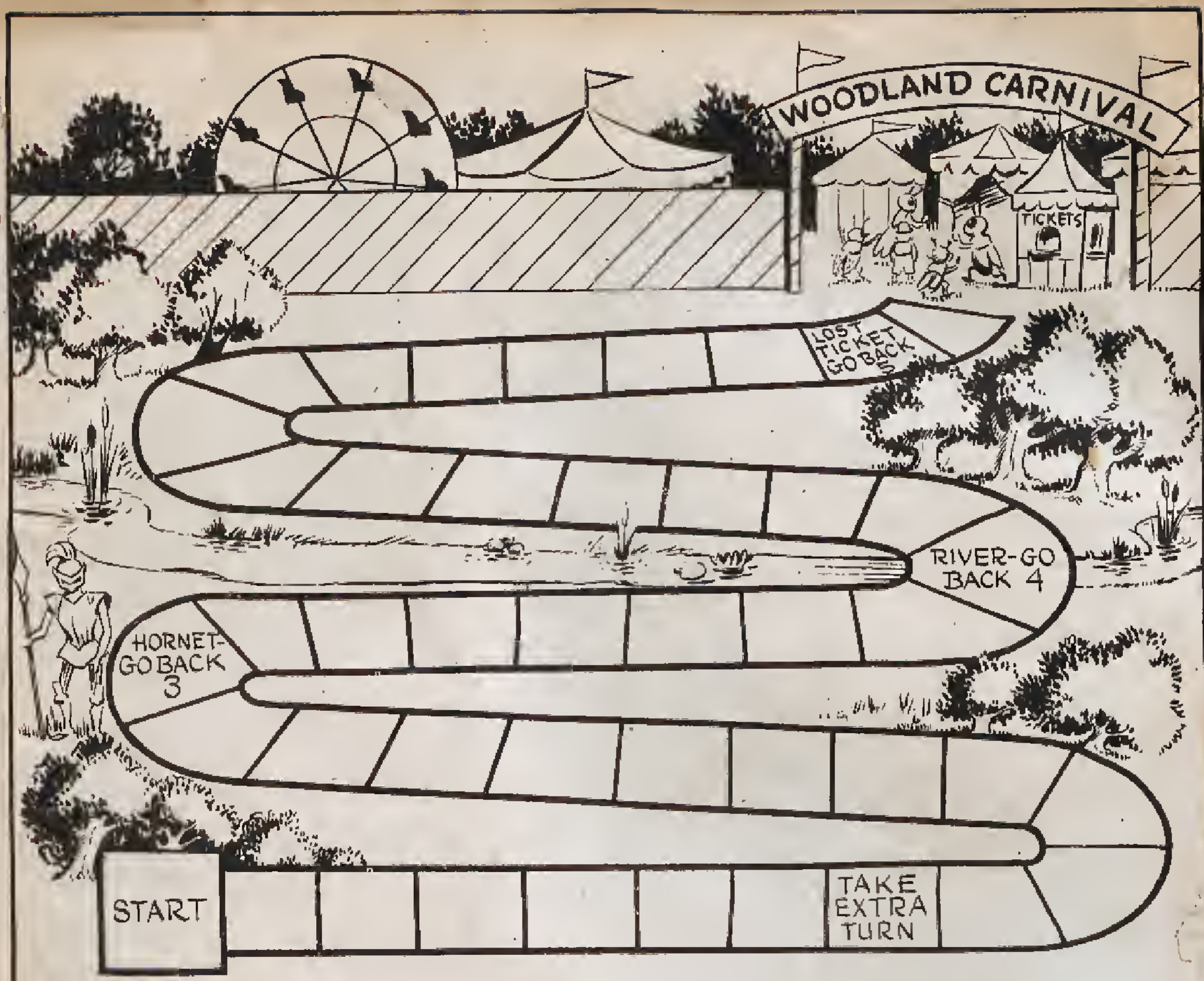
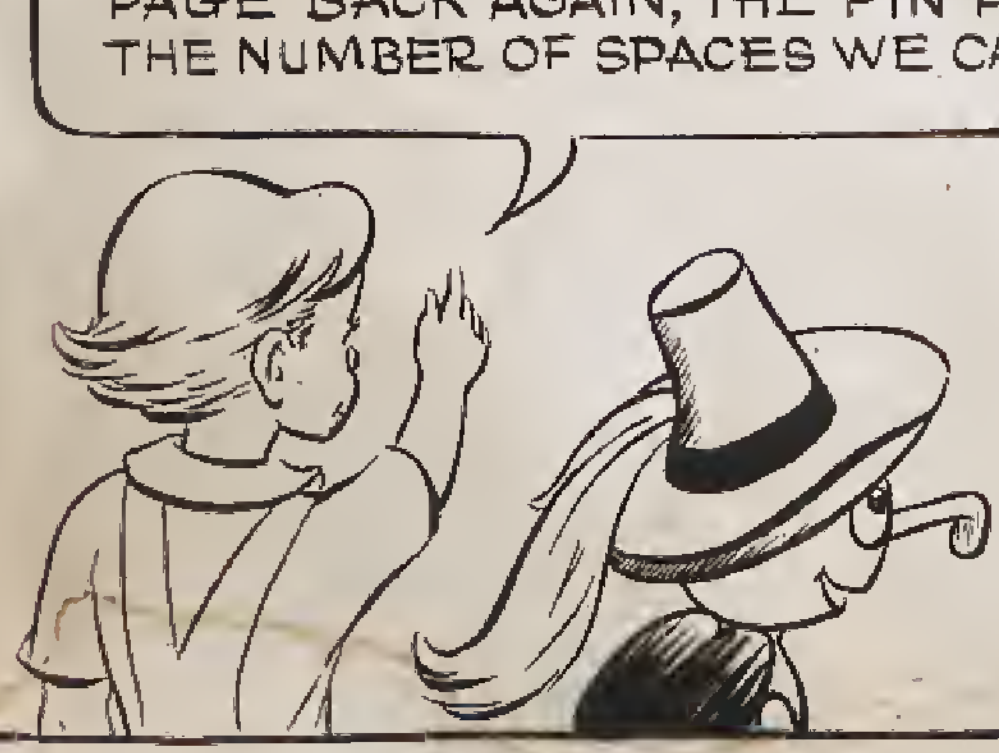
YOU ARE INVITED—

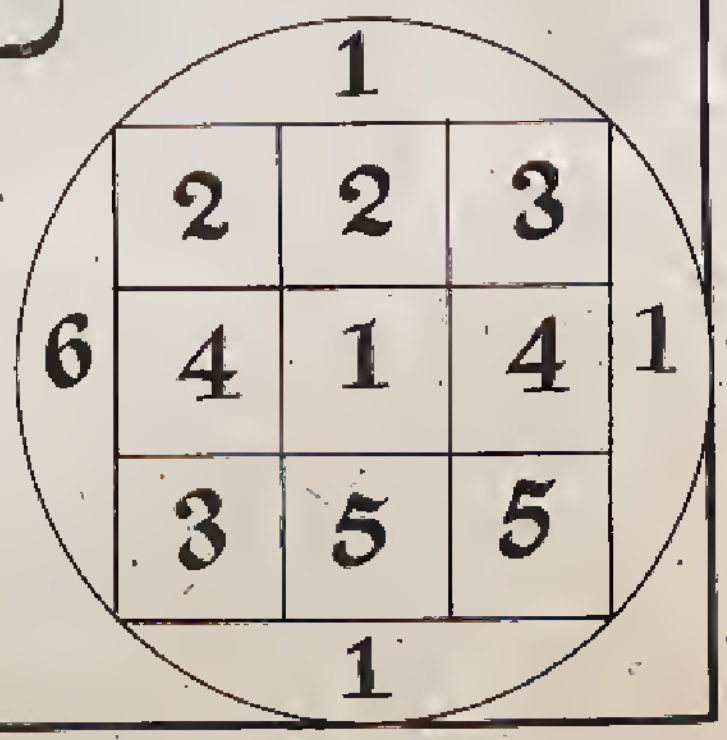
TO JOIN PETER WHEAT AND BEETLE AND ALL THEIR LITTLE NEIGHBORS IN A REGULAR CARNIVAL OF GAMES, JOKES, THINGS TO MAKE AND COLORING.

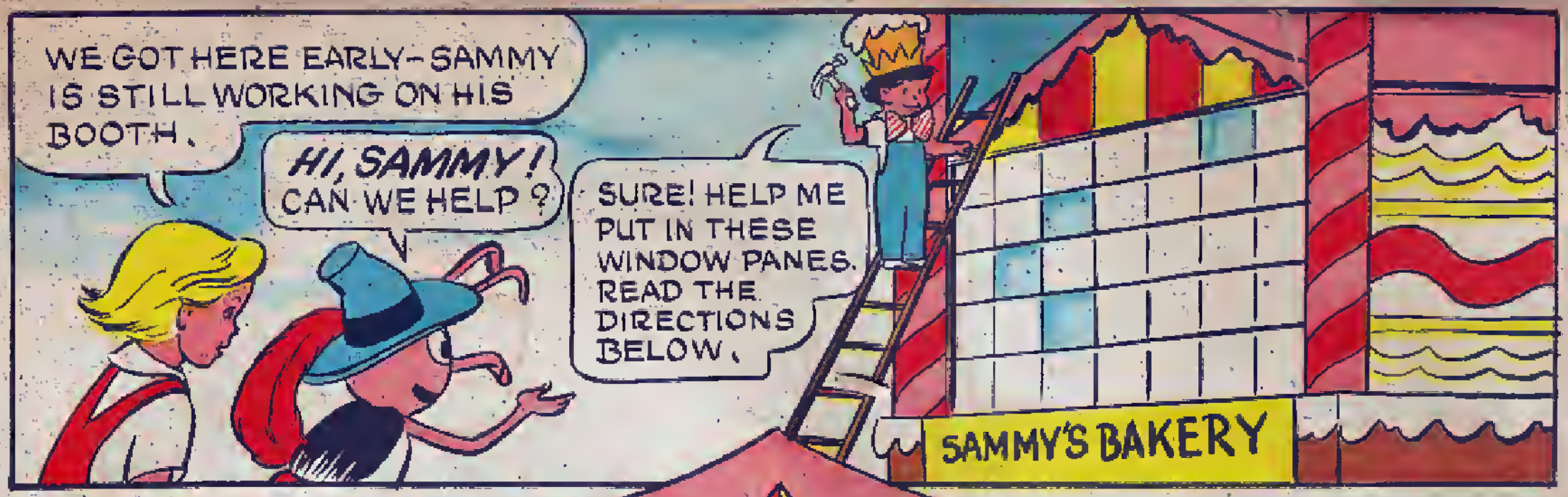
FOR A RAINY DAY OR ANY DAY— HERE IS **FUN** FOR THE WHOLE FAMILY. JUST FOLLOW PETER WHEAT AND BEETLE AND THEY'LL LEAD YOU TO A GOOD TIME.



THERE IS THE ROAD-I'LL RACE YOU TO THE CARNIVAL GATE BEETLE. BUT FIRST WE MUST GET A BUTTON OR SOME LITTLE PIECES OF PAPER TO MARK OUR PLACES; THEN TURN THIS PAGE AND STICK A PIN IN THE CORNER OVER THE DISC WITH THE NUMBERS ON IT. WHEN WE TURN THE PAGE BACK AGAIN, THE PIN POINT SHOWS THE NUMBER OF SPACES WE CAN MOVE.



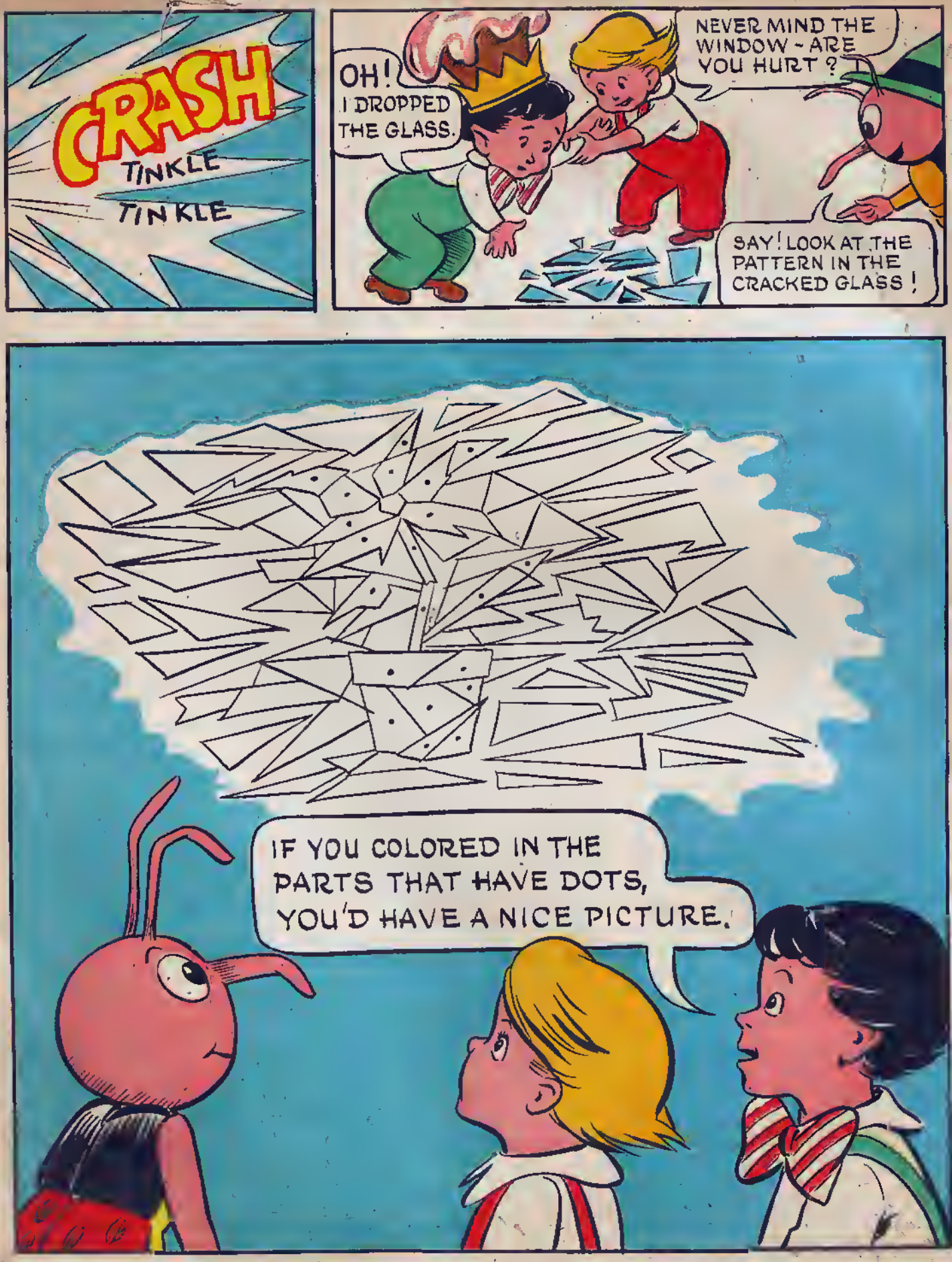


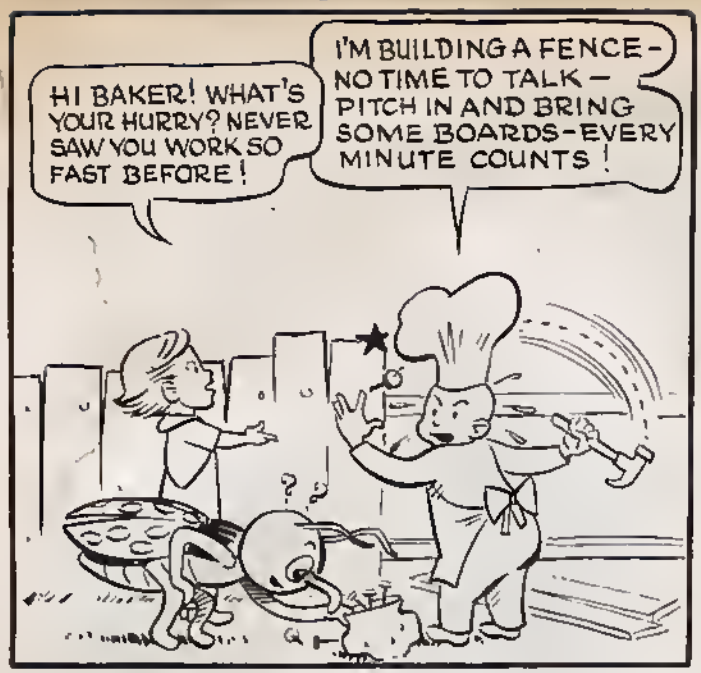


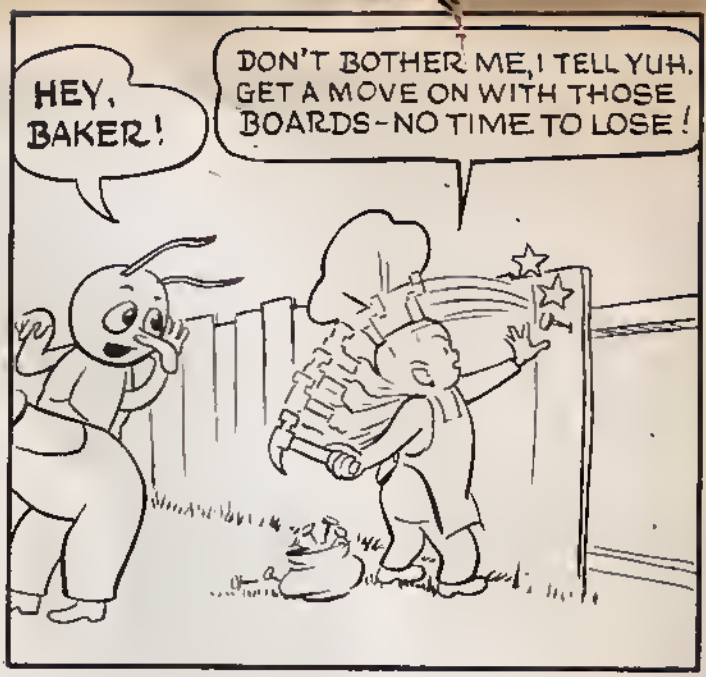
SAMMY'S BAKERY

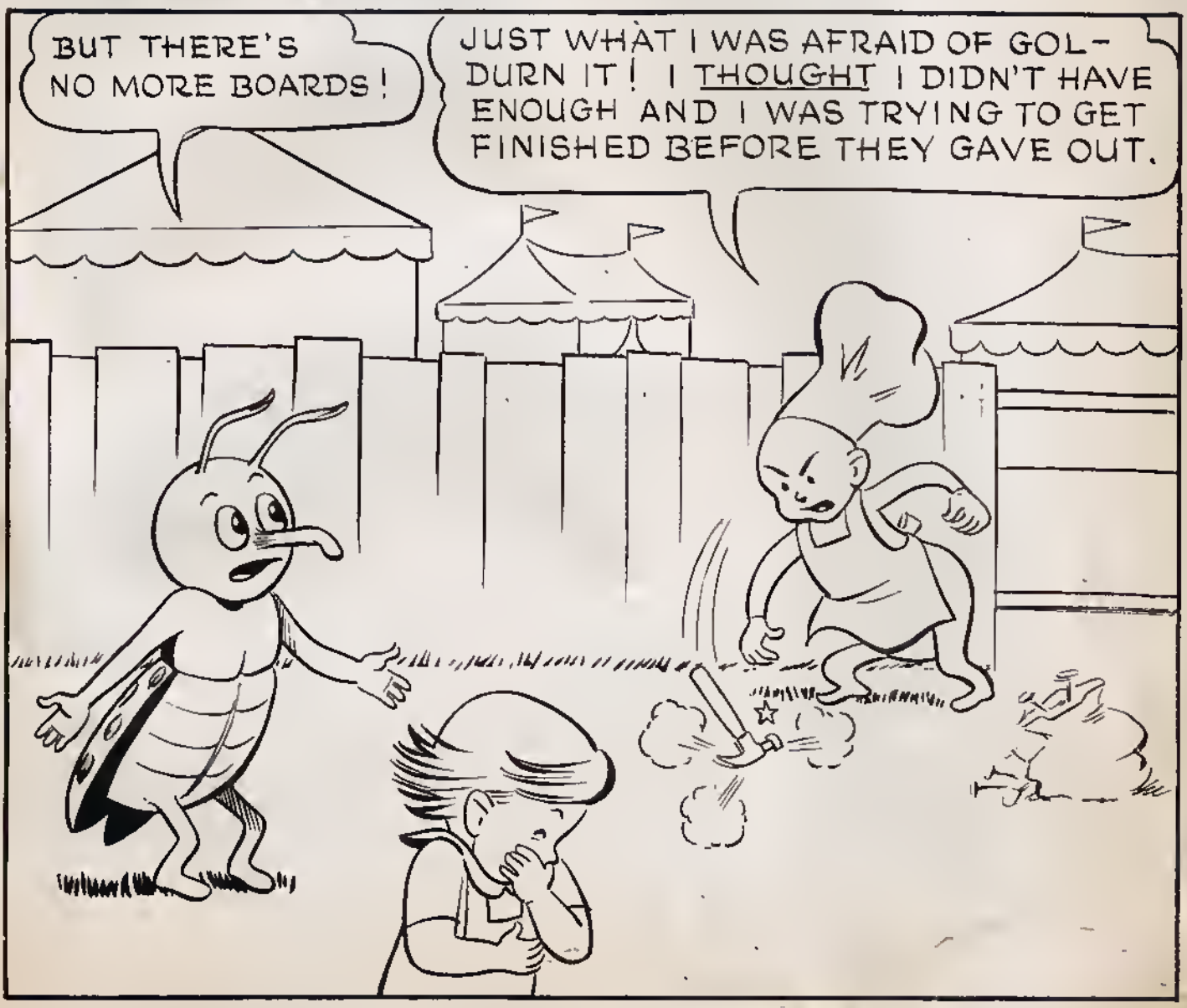
STICK PIN HERE FOR GAME ON OTHER SIDE.

HOW TO BUILD THE WINDOW: each takes a pencil. The first one draws a line between any two dots that are next to each other or one above the other; then the other player draws a line between two dots--and so on. The object is to be the one that draws the line that completes a square--then you put your initials in that square. When all dots are connected count the initials--the one with the most squares wins.


CRASH
TINKLE
TINKLE
OH! I DROPPED THE GLASS.
NEVER MIND THE WINDOW - ARE YOU HURT ?
SAY! LOOK AT THE PATTERN IN THE CRACKED GLASS !
IF YOU COLORED IN THE PARTS THAT HAVE DOTS, YOU'D HAVE A NICE PICTURE.


HI BAKER! WHAT'S YOUR HURRY? NEVER SAW YOU WORK SO FAST BEFORE!
I'M BUILDING A FENCE - NO TIME TO TALK - PITCH IN AND BRING SOME BOARDS - EVERY MINUTE COUNTS!


HEY, BAKER!
DON'T BOTHER ME, I TELL YUH. GET A MOVE ON WITH THOSE BOARDS - NO TIME TO LOSE!


BUT THERE'S NO MORE BOARDS!
JUST WHAT I WAS AFRAID OF GOL-DURN IT! I THOUGHT I DIDN'T HAVE ENOUGH AND I WAS TRYING TO GET FINISHED BEFORE THEY GAVE OUT.

PETER AND BEETLE TAKE A PLANE RIDE AT THE CARNIVAL. IF YOU WOULD LIKE TO MAKE A PLANE JUST LIKE THE ONE BELOW—THAT WILL ACTUALLY GLIDE—JUST TURN THE PAGE AND FOLLOW INSTRUCTIONS ----

TO MAKE: Cut out on solid lines. Fold on dotted lines. Place wing in slots in fuselage with Ⓐ on wing in slot Ⓐ in fuselage and Ⓑ on wing in slot Ⓑ in fuselage. Fasten rudder tips together with scotch tape or paste. Slip paper clip over two sides of nose

TO FLY: Hold plane just under wing. Toss gently forward and slightly downward. Slide paper clip forward or back until plane flies in level glide.

PETER WHEAT Jet

Ⓑ WING Ⓐ

Ⓐ Ⓐ

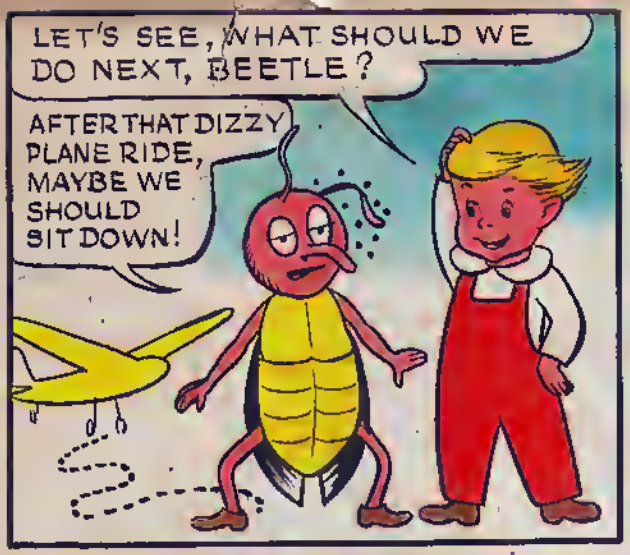
Ⓑ Ⓑ

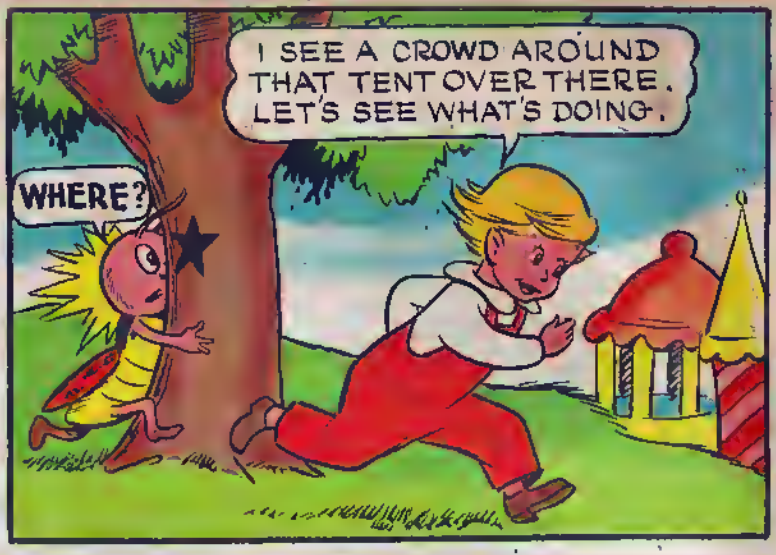
FUSELAGE

TAIL PLANE

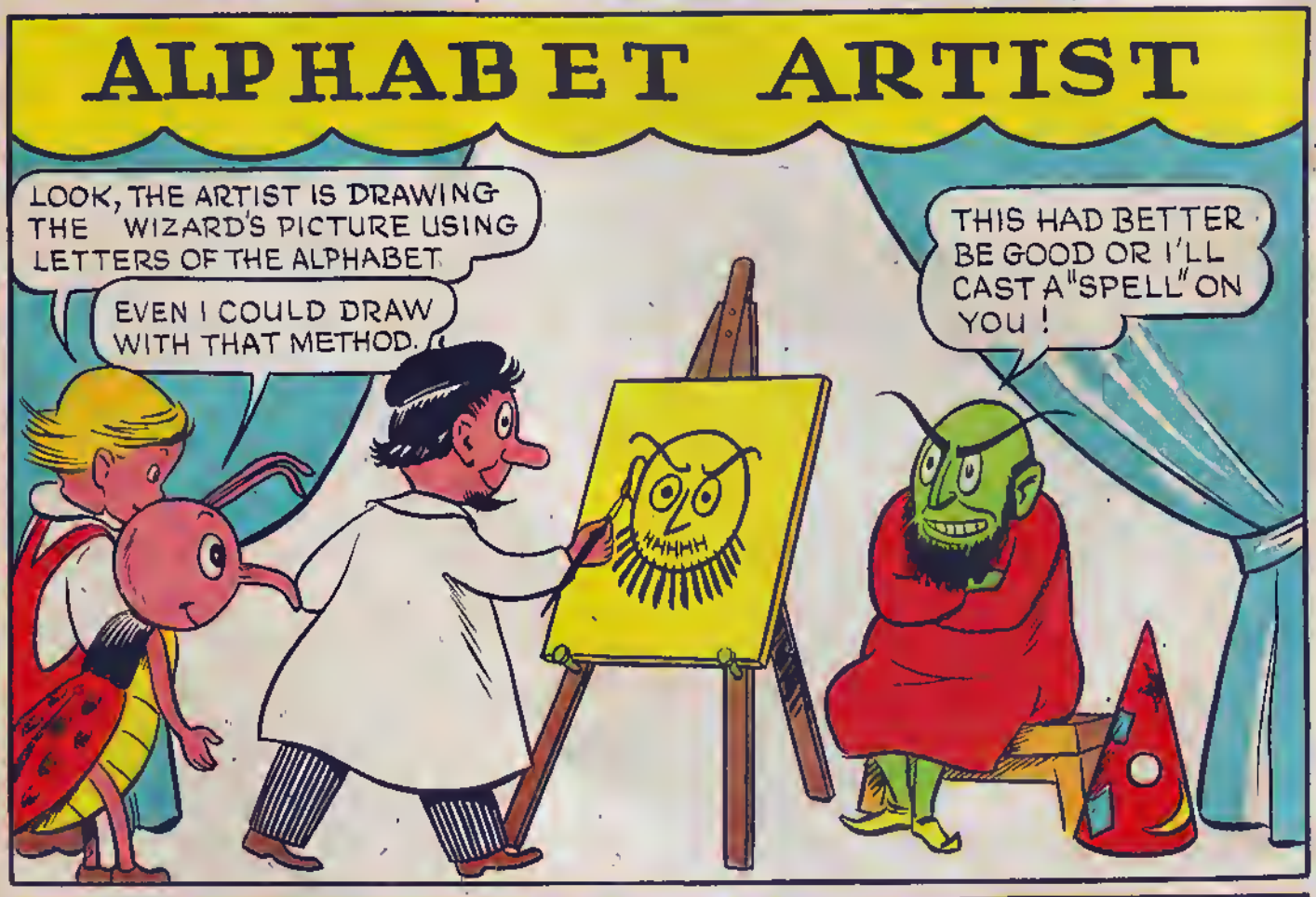
TAIL PLANE

RUDDER





ALPHABET ARTIST



TRY DRAWING THE WIZARD USING THIS EASY METHOD

A BIG "O" AND TWO LITTLE "O"S FOR HEAD AND EYES. DOTS FOR PUPILS.

A SLANTING "V" FOR THE NOSE.

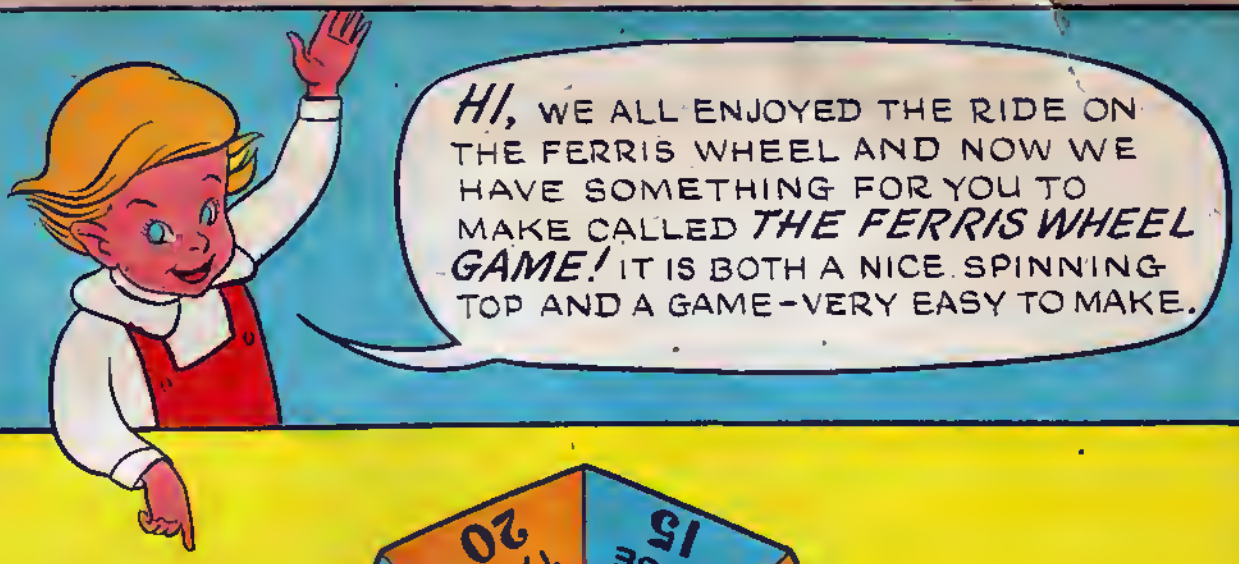
TWO LONG "S"S MAKE EYEBROWS, AND A "C" TAKES CARE OF THE EAR.

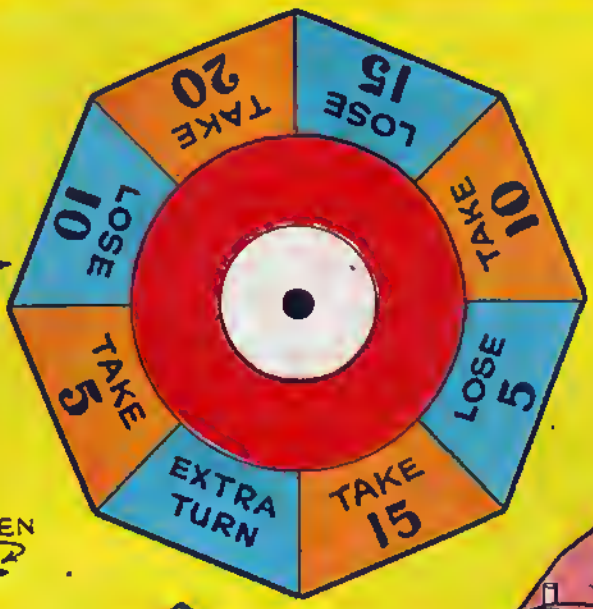
NICE BIG TEETH ARE MADE WITH A CURVED ROW OF FIVE "H"S.

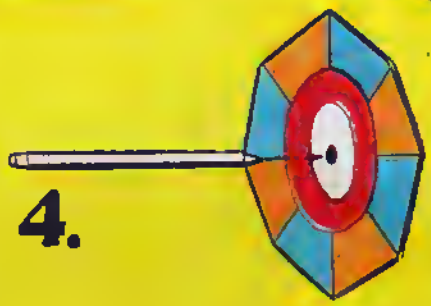
ADD A LOT OF BIG BLACK "I"S FOR WHISKERS.

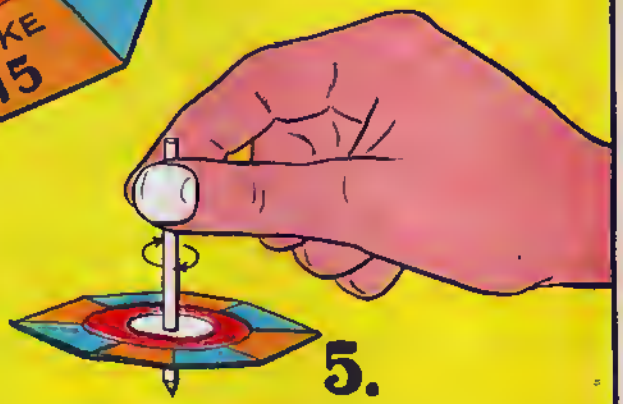
SO YOU CALL THIS ART! I AM INSULTED. I SHALL KEEP MY PROMISE AND CAST A SPELL ON YOU, ARTIST.
WOW!
AKRA-BAKRA GO-DAKRA ALI-KAZAM!
THE WIZZARD HAS USED HIS MAGIC TO BLOW THE ARTIST INTO EIGHT PIECES. WE CAN RESTORE HIM TO HIS OLD SELF BY CUTTING OUT ALL THE PIECES AND FITTING THEM TOGETHER PROPERLY. COLOR THE PIECES AND YOU HAVE A NICE JIG-SAW PUZZLE,

COLOR THIS PAGE THEN SEE THE NEXT PAGE FOR *"FERRIS WHEEL GAME"*





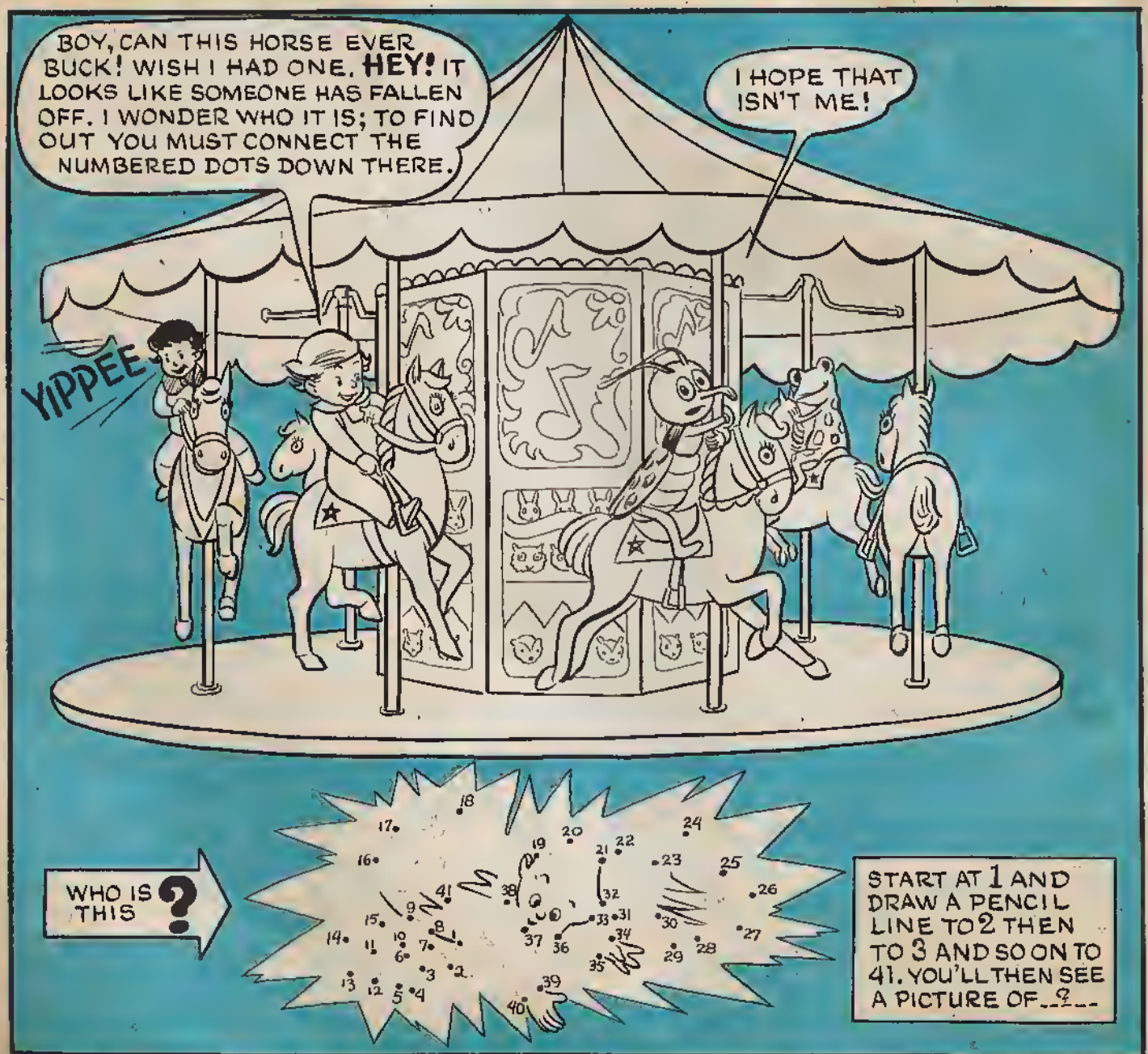




DIRECTIONS: PASTE FIGURE **1** ON LIGHTWEIGHT CARDBOARD AND CUT OUT ON HEAVY BLACK LINES. CUT OFF THE HEAD OF A WOODEN MATCH – FIGURE **2**. SHARPEN THE MATCH TO A POINT ON ONE END – FIGURE **3**. MAKE A SMALL HOLE IN THE BLACK DOT IN CENTER OF FIGURE **1**. (HOLE SHOULD BE SMALLER THAN MATCH) – THEN PUSH POINT OF MATCH DOWN THROUGH THE HOLE – FIGURE **4**. LET THE MATCH POINT COME THROUGH THE BOTTOM ONLY ABOUT HALF AN INCH.

TO SPIN TOP: HOLD TOP BETWEEN THUMB AND FINGER, AS IN FIGURE **5**, WITH POINT OF MATCH ABOUT AN INCH ABOVE SMOOTH TABLE TOP. GIVE STICK A QUICK TWIST WITH FINGERS AND LET GO.

THE GAME: TAKE TURNS SPINNING THE TOP. LET THE TOP STOP. ONE OF THE FLAT SIDES WILL BE LEANING ON TABLE – THE NUMBER ON THAT SECTION IS YOUR SCORE. FIRST PLAYER TO REACH **50** WINS.



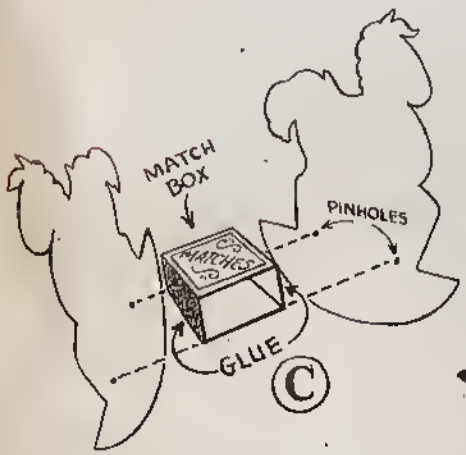
FINISH COLORING THIS PAGE. ON THE NEXT PAGE YOU CAN MAKE A HORSE LIKE THESE.

MERRY-GO-ROUND ROCKING HORSES

PETER WHEAT WANTED A HORSE LIKE THE ONE ON THE MERRY-GO-ROUND. SO, HERE IT IS. YOU CAN MAKE ONE THAT WILL ROCK OR BUCK, TOO.

FIRST: COLOR THE TWO HORSES THEN GLUE ON CARD BOARD (GET AN OLD SUIT BOX AND YOU'LL HAVE ENOUGH CARD BOARD FOR ALL THE TOYS IN THIS BOOK).

THEN: CUT OUT HORSES ON HEAVY LINES.



NEXT - GET A SAFETY MATCH BOX AND USE THE COVER FOR CENTER PART. AT DOTS Ⓐ AND Ⓑ PUNCH HOLES THROUGH BOTH HORSES WITH A PIN. GLUE THE HORSES ON EACH SIDE OF BOX WHERE YOU STRIKE THE MATCHES, USING THE PIN HOLES TO LINE UP THE HORSES (SEE SMALL PICTURE Ⓒ). NOW YOU CAN PUT A SMALL DOLL OR CUT-OUT ON THE MATCH BOX SEAT AND GIVE THEM A RIDE.

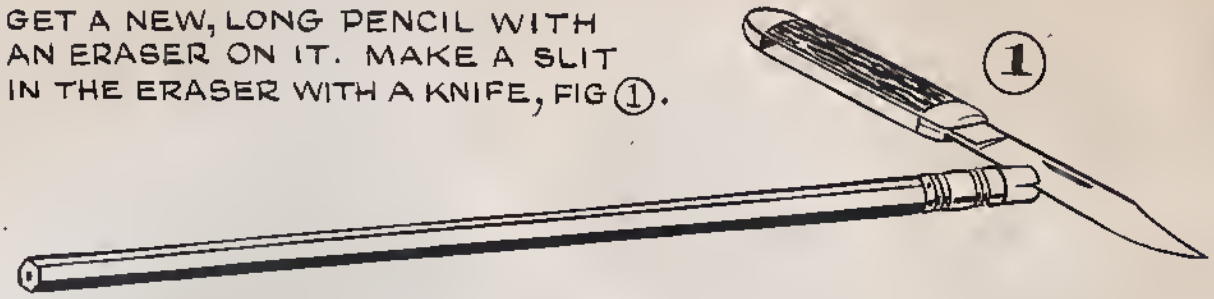
COLOR THIS PAGE ··· SEE NEXT PAGE FOR A FUNNY FACE TO MAKE.

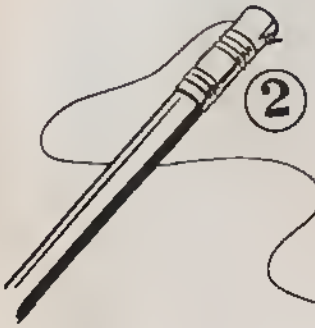
DIRECTIONS: TO MAKE A SIDE SHOW FREAK MASK THAT YOU CAN WEAR— CUT OUT ON THE HEAVY BLACK LINE. CUT AROUND NOSE AND CIGAR ON THE DOTTED LINES.
CUT OUT THE WHITE OVALS IN THE MIDDLE OF THE EYES. PUNCH HOLES IN THE LITTLE SIDE TABS AT Ⓐ AND Ⓑ. TIE A PIECE OF STRING IN EACH HOLE. PUT THE MASK ON AND TIE STRING IN BACK OF YOUR HEAD. LETS GO SCARE SOMEBODY!
CUT OUT
CUT OUT
Ⓐ
Ⓑ

LADIES AND GENTLEMEN!
STEP THIS WAY AND SEE UNBELIEVABLE FEATS OF MAGIC PERFORMED BEFORE YOUR VERY EYES!
MY STARS! LET'S SEE THIS.
BEHOLD, MY MAGIC WAND WITH WHICH I WILL PERFORM THE MIRACULOUS RING TRICK! MAY I BORROW A RING FROM SOMEONE?
HERE'S ONE.
IT'S DRAGONEL.
I PLACE THE RING UPON MY WAND AND --- ABRACADABRA--
THE RING RISES AND FALLS UPON THE WAND OF ITS OWN ACCORD!
ON THE NEXT PAGE WE TELL HOW TO DO THIS TRICK!

How To Do The Magic Wand Trick

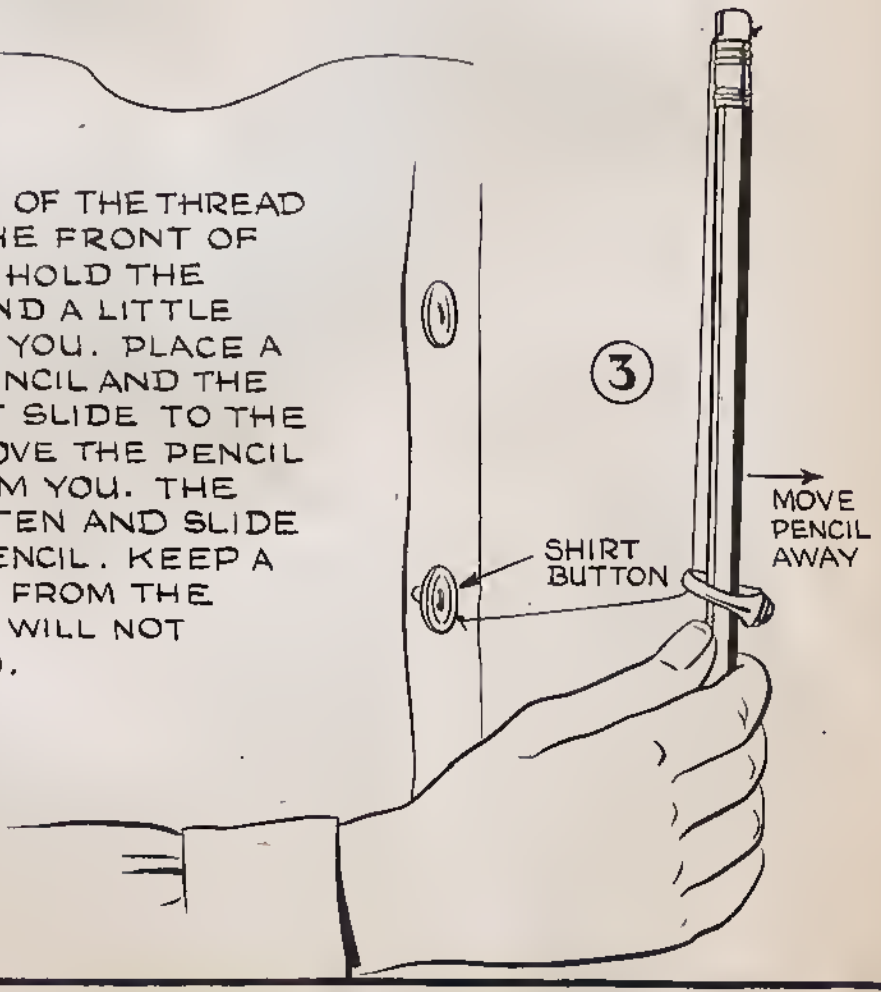
GET A NEW, LONG PENCIL WITH AN ERASER ON IT. MAKE A SLIT IN THE ERASER WITH A KNIFE, FIG ①.





KNOT THE END OF A 16 INCH PIECE OF BLACK THREAD AND SLIP KNOTTED END IN THE SLIT IN THE ERASER, FIG. ②.

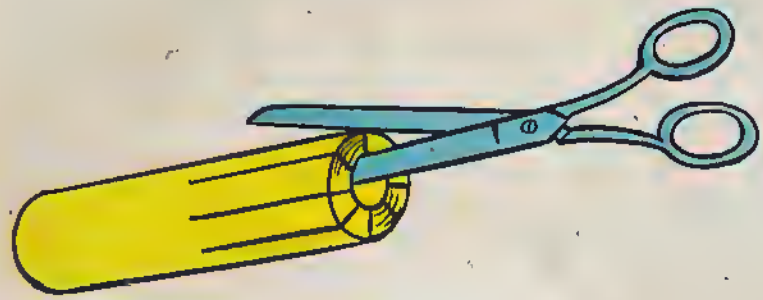
TIE THE OTHER END OF THE THREAD TO A BUTTON ON THE FRONT OF YOUR SHIRT. NOW HOLD THE PENCIL UPRIGHT AND A LITTLE WAYS IN FRONT OF YOU. PLACE A RING OVER THE PENCIL AND THE THREAD AND LET IT SLIDE TO THE BOTTOM, FIG. ③. MOVE THE PENCIL SLOWLY AWAY FROM YOU. THE THREAD WILL TIGHTEN AND SLIDE THE RING UP THE PENCIL. KEEP A LITTLE WAYS AWAY FROM THE AUDIENCE SO THEY WILL NOT NOTICE THE THREAD.



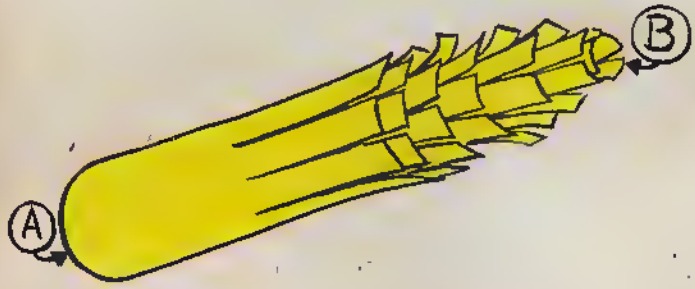
ON THE NEXT PAGE PETER SHOWS YOU HOW TO DO THIS TRICK.

HOW TO MAKE THE "GROWING TREE"

1.
TAKE A DOUBLE NEWSPAPER SPREAD AND CUT OFF A STRIP 3" WIDE CLEAR ACROSS BOTH PAGES. ROLL UP ON A PENCIL AS IN PICTURE ABOVE. NOW REMOVE THE PENCIL LEAVING A ROLL OF PAPER.

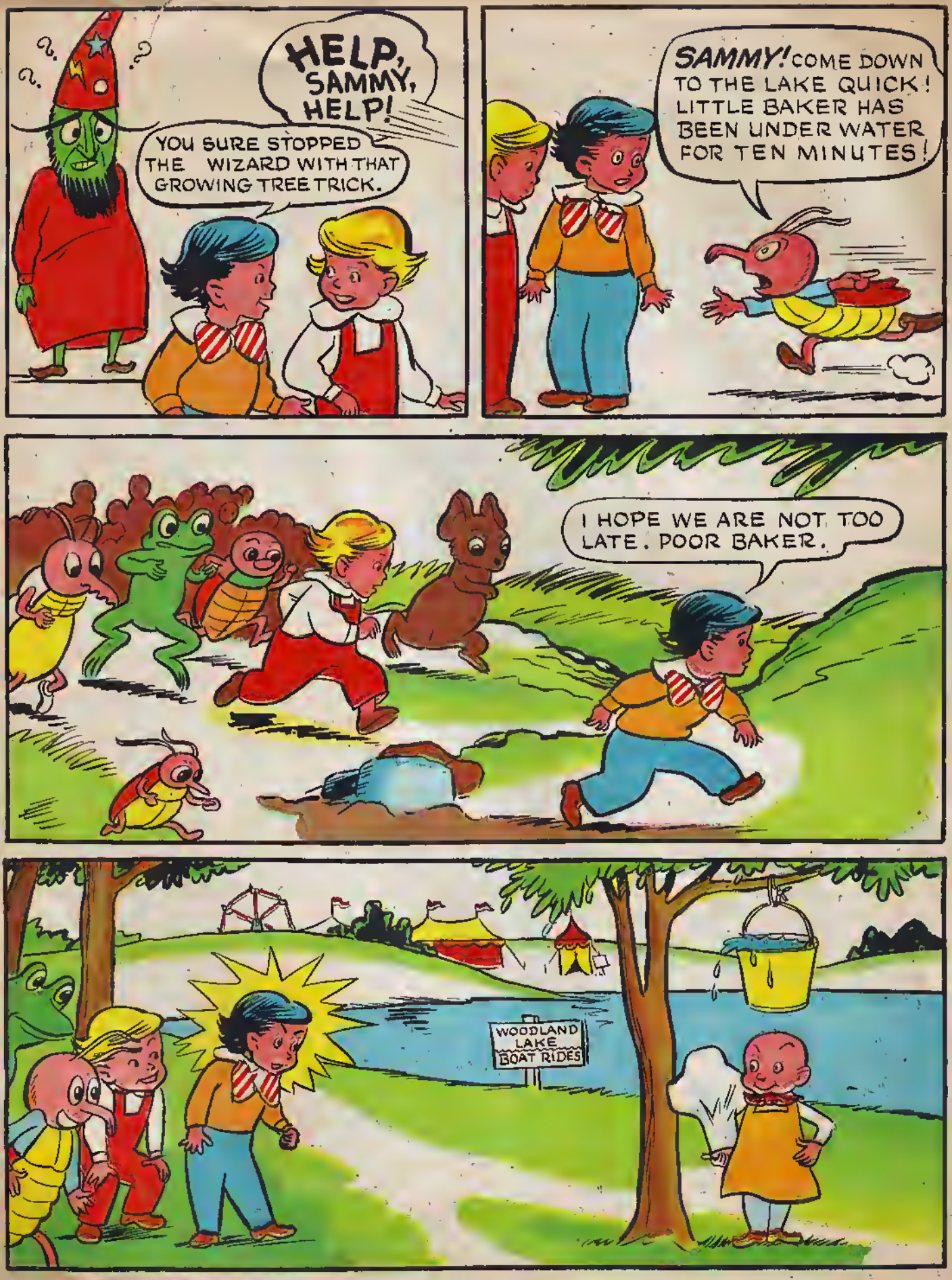


2.
FROM ONE END OF ROLL CUT SEVERAL SLITS WITH A SCISSORS, THE SLITS SHOULD BE ABOUT HALF THE LENGTH OF THE ROLL AS SHOWN IN PICTURE ABOVE.



3.
NOW YOU ARE READY TO MAKE THE "TREE" GROW! HOLD ROLL WITH ONE HAND AT Ⓐ; WITH OTHER HAND, SLOWLY PULL OUT INSIDE ROLL AT Ⓑ – LIKE OPENING A TELESCOPE. THE BRANCHES OR LEAVES UNFOLD AS THE TUBE IS PULLED OUT.

4.
YOUR TREE SHOULD LOOK SOMETHING LIKE THIS.
FOLD OVER A COUPLE OF TIMES AT BOTTOM SO IT WONT UNWIND.

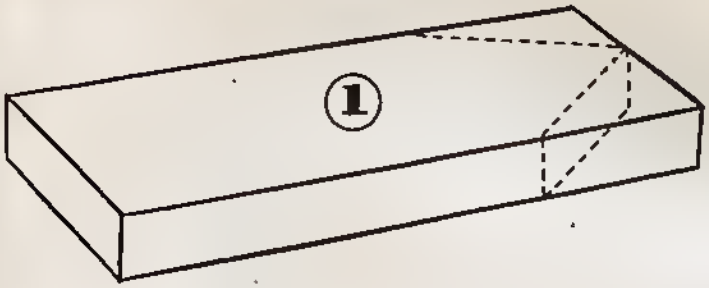

HELP, SAMMY, HELP!
YOU SURE STOPPED THE WIZARD WITH THAT GROWING TREE TRICK.
SAMMY! COME DOWN TO THE LAKE QUICK! LITTLE BAKER HAS BEEN UNDER WATER FOR TEN MINUTES!
I HOPE WE ARE NOT TOO LATE. POOR BAKER.
WOODLAND LAKE BOAT RIDES

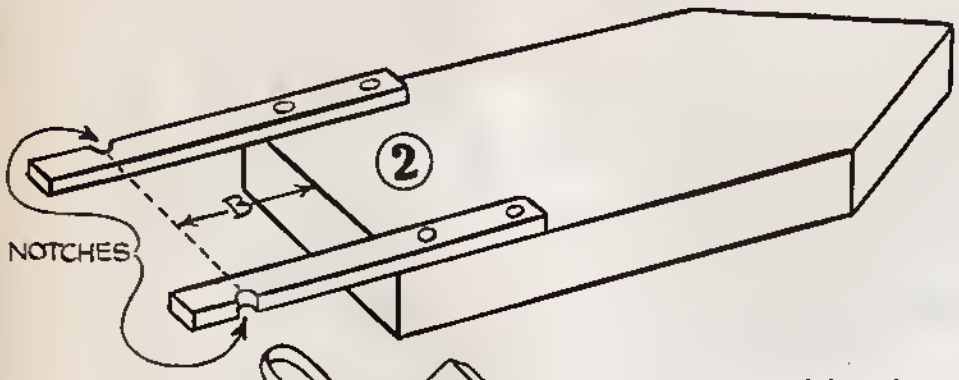
COLOR THIS PAGE – THEN PETER DESIGNS A BOAT ON NEXT PAGE

MAKE THIS PADDLE-WHEEL BOAT

A SMALL WOODEN FRUIT CRATE WITH THICK ENDS AND THIN SIDES WILL BE A GOOD SOURCE OF MATERIAL.

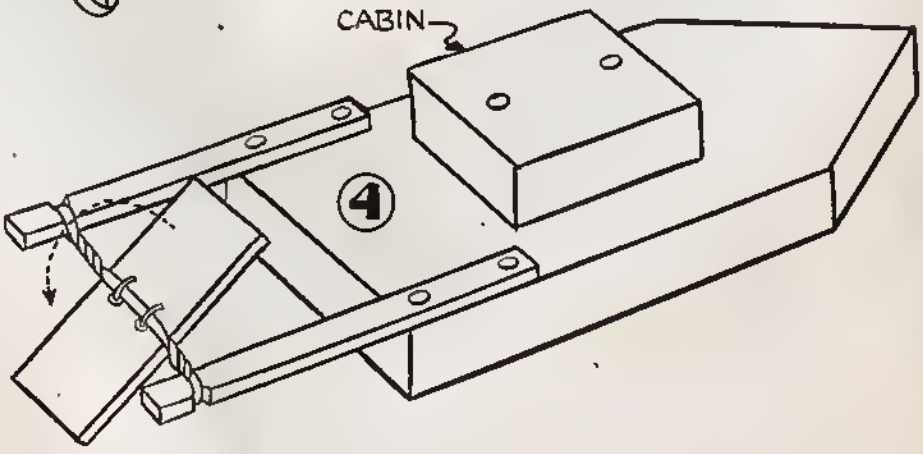
CUT A POINT IN THE END OF A THICK BOARD, FIG. (1)





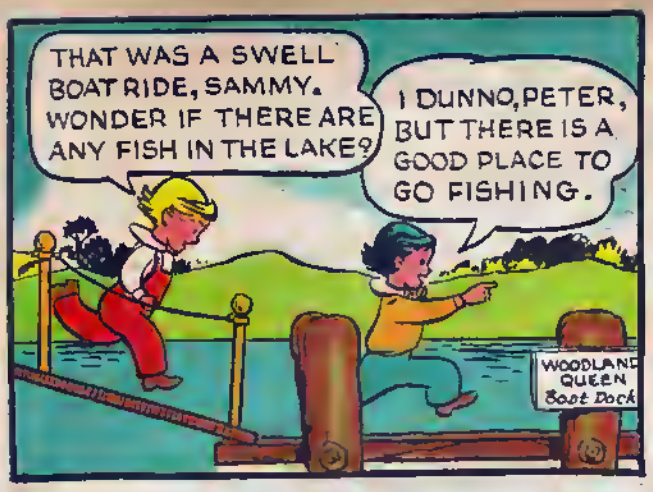
ON THE BACK END NAIL TWO NARROW STRIPS OF WOOD, FIG. (2). THEN MAKE NOTCHES IN THE ENDS.

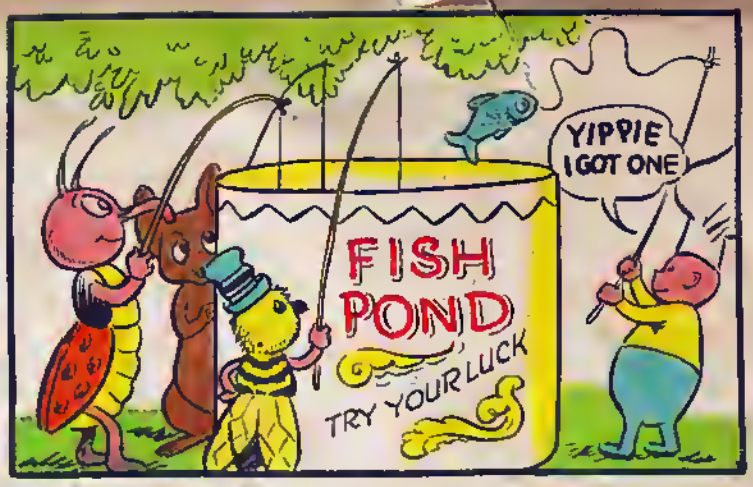
MAKE YOUR PADDLE-WHEEL OUT OF THIN WOOD. FASTEN A BIG RUBBER BAND IN THE MIDDLE WITH TWO SMALL NAILS BENT OVER, FIG. (3). IMPORTANT: LENGTH OF (A) ON PADDLE SHOULD BE A LITTLE LESS THAN LENGTH (B).



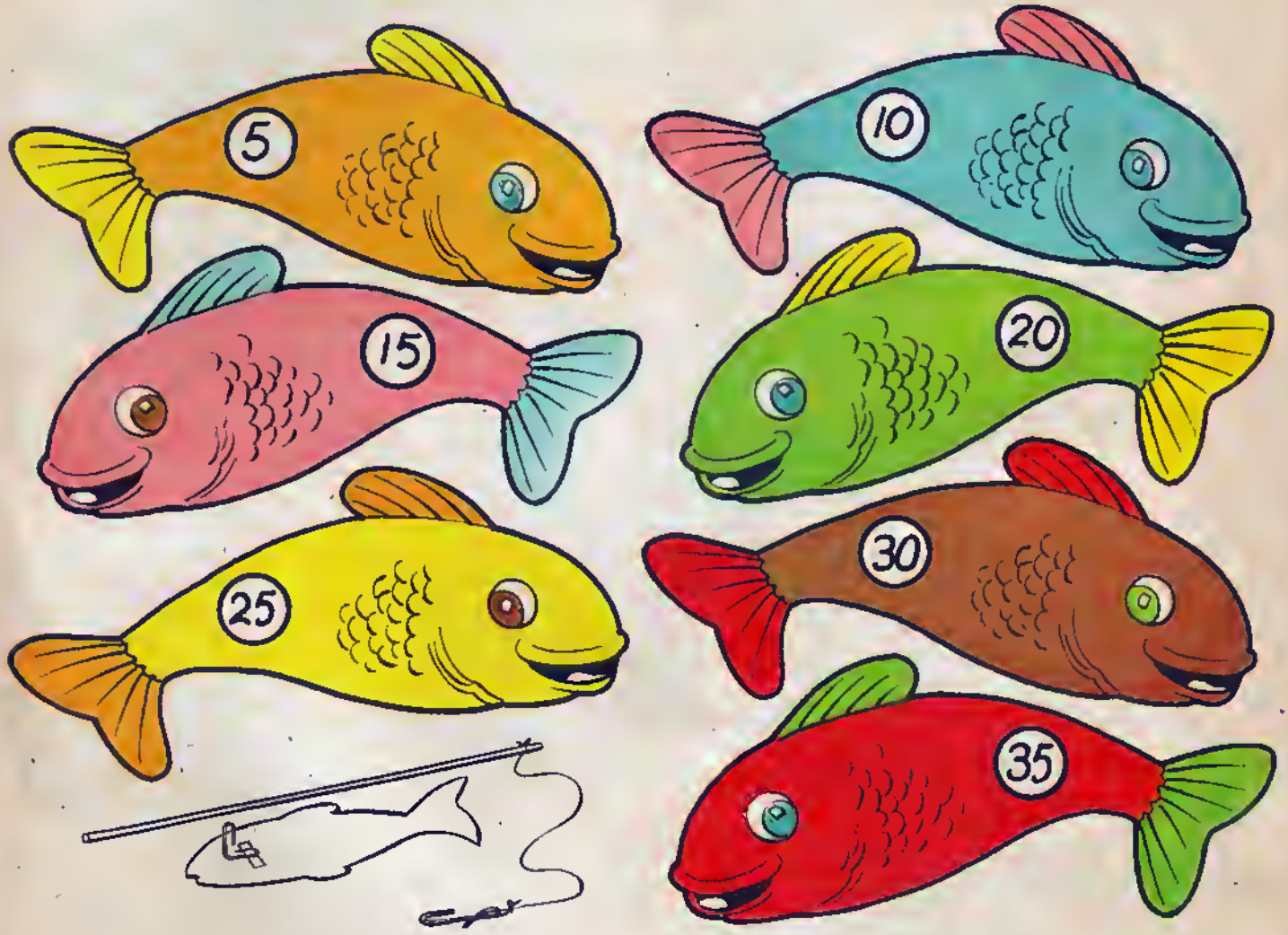
NAIL A SMALL BLOCK OF WOOD IN THE MIDDLE OF BOAT FOR A CABIN. THEN SLIP ENDS OF RUBBER BAND INTO THE NOTCHES OF THE THIN STRIPS, FIG. (4).

FILL THE BATH TUB WITH WATER. TURN PADDLE-WHEEL BACKWARD UNTIL RUBBER BAND IS WOUND UP TIGHT. PUT BOAT IN WATER AND LET HER GO! SINCE YOU HAVE THE TUB FULL OF WATER YOU MIGHT AS WELL TAKE A BATH TOO!





FISH POND GAME

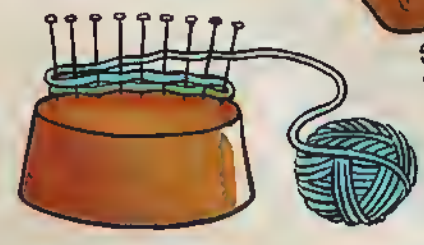


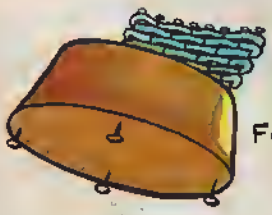
DIRECTIONS: CUT OUT EACH FISH. GET SEVEN PAPER CLIPS AND BEND UP ONE SIDE OF EACH CLIP. FASTEN THE CLIPS TO THE FISH NEAR THE HEAD WITH SCOTCH TAPE— (SEE PICTURE ABOVE) FASTEN CLIP ON BACK OF FISH SO YOU CAN'T SEE THE NUMBER. NOW MAKE YOUR FISH-POLE: AN OLD CURTAIN ROD MAKES A GOOD FISH ROD. TIE A PIECE OF STRING ON THE END OF THE ROD. ON THE OTHER END OF STRING TIE THE FISH HOOK, WHICH IS MADE OF ANOTHER PAPER CLIP BENT AS SHOWN ABOVE. PLACE ALL THE FISH ON THE FLOOR WITH THE PAPER CLIPS UP. TRY AND HOOK ONE. THE FISHERMAN WITH THE HIGHEST NUMBER ON HIS FISH WINS.

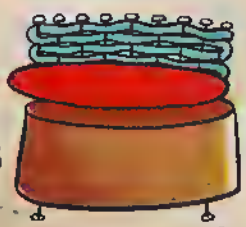
A CORKING GOOD CHAIR

MATERIALS NEEDED: LARGE BOTTLE CORK, PINS, YARN, A PIECE OF PRETTY CLOTH.

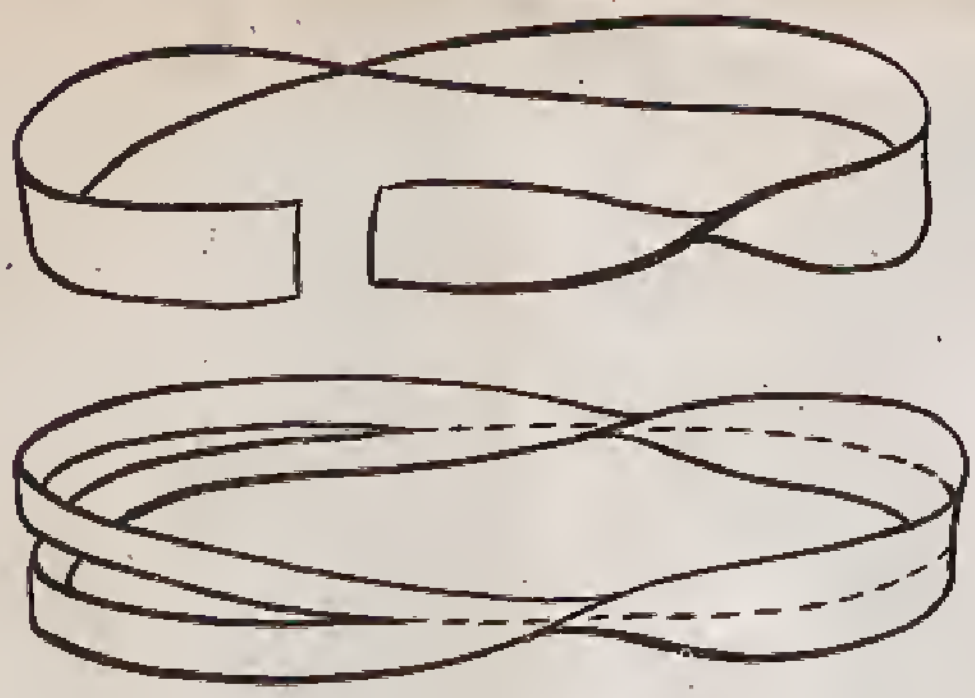
1. CUT CORK IN HALF.

2.  STICK PINS IN CORK AS SHOWN. TIE END OF YARN AT BOTTOM OF FIRST PIN AND WEAVE IN AND OUT. PUSH EACH ROW OF YARN DOWN TIGHT. WHEN YOU REACH THE TOP, TIE YARN AND CUT OFF WHAT'S LEFT.

3. MAKE LEGS BY STICKING  FOUR PINS IN BOTTOM OF CHAIR.

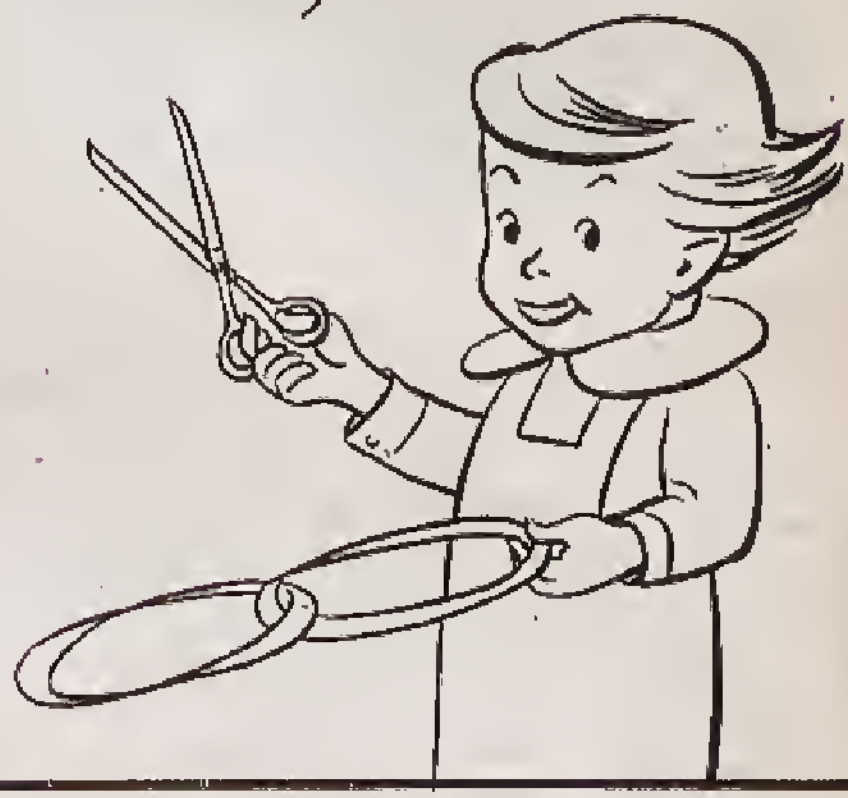
4.  MAKE CUSHION BY CUTTING A CIRCLE OF CLOTH TO FIT SEAT.

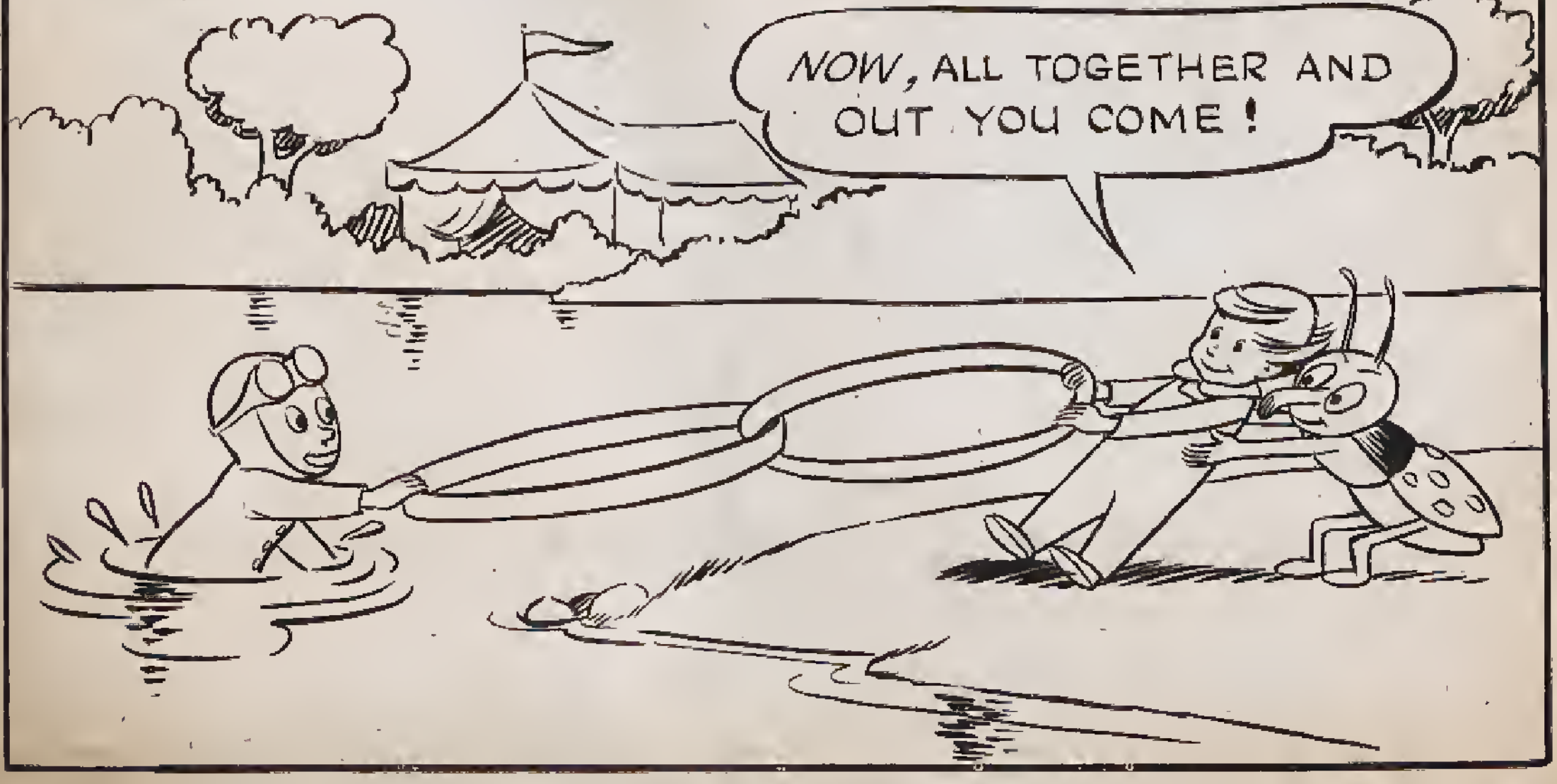
BEETLE, LOOK; THAT PLANE WE FLEW IN HAS FALLEN IN THE LAKE! QUICK WE MUST RESCUE THE PILOT.
HELP!
PLANE RIDES $1.00
REFRESHMENTS
LET'S SEE~~I'LL MAKE A PAPER CHAIN AND PULL HIM OUT. RUN-GET ME SCISSORS AND PAPER, BEETLE.



FIRST - CUT A STRIP OF PAPER 15 INCHES LONG AND AN INCH WIDE.
SECOND - MAKE TWO COMPLETE TWISTS IN IT AND GLUE THE ENDS TOGETHER. (OR USE SCOTCH TAPE INSTEAD OF GLUE.)

TO MAKE CHAIN - PUNCH SMALL HOLE IN CENTER OF THE STRIP. ***THEN*** CUT IT LENGTH-WISE. YOU THEN HAVE A TWO LINK PAPER CHAIN !





PETER WHEAT *Movies*

SEE BEETLE in "SOUPS ON" *to-day only*

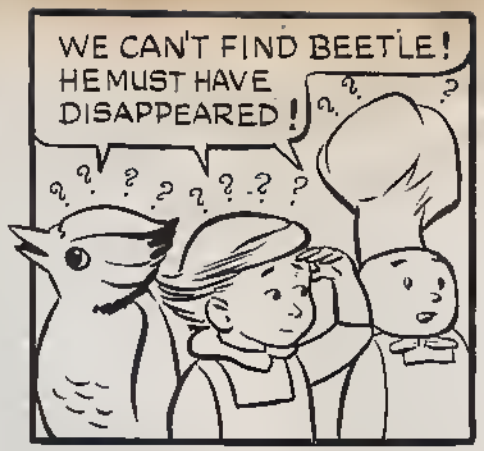
Would you like to make your own movies? Follow these instructions: PASTE MOVIE WHEEL ON CARDBOARD, CUT OUT WHEEL AND PAINT BACK OF IT BLACK. CUT OUT SLITS, STICK A PIN THROUGH DOT IN CENTER AND PUT PIN INTO ERASER OF PENCIL. *TO OPERATE:* STAND BEFORE MIRROR AND SPIN WHEEL WITH BLACK SIDE TOWARD YOU, CLOSE ONE EYE AND WATCH IMAGE THROUGH SLITS.

BLUE JAY'S SHOOTING GALLERY

SHUCKS, I MISSED EVERYTHING!

NOT SO, BEETLE. IF YOU CONNECTED ALL THOSE BULLET HOLES WITH PENCIL LINES, YOU WOULD FIND YOU HAD A PRETTY GOOD PICTURE.

OH, BEETLE! WHERE'S BEETLE?



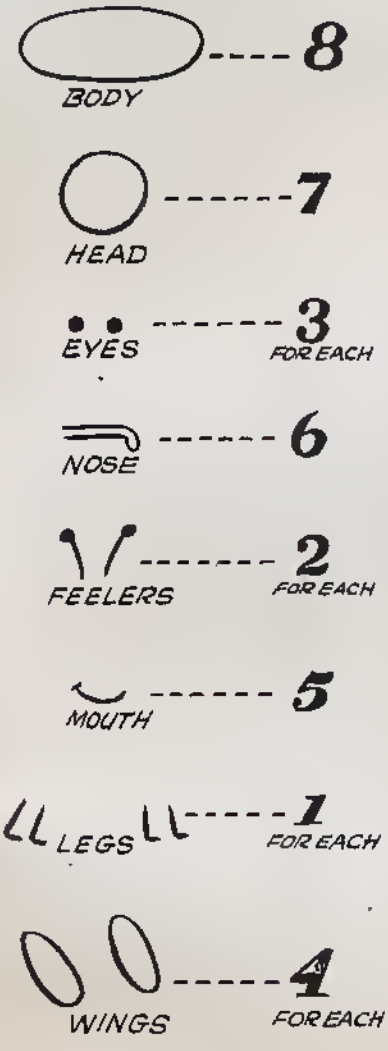
EXTRA!

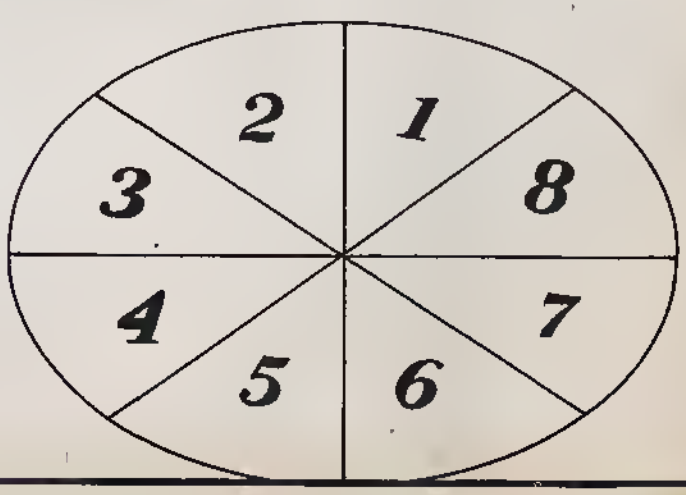
BEETLE MISSING. *HELP DRAW A NEW BEETLE.*

SEE INSTRUCTIONS BELOW....

BEETLE GAME

THE DRAWING JUST ABOVE SHOWS HOW TO PUT BEETLE TOGETHER AGAIN USING PARTS ON LEFT. SHUT YOUR EYES AND TOUCH THE NUMBERED OVAL BELOW WITH A PENCIL. OPEN YOUR EYES – YOUR NUMBER SHOWS WHAT PART OF BEETLE YOU MAY DRAW. TAKE TURNS – THE ONE FINISHING HIS BEETLE FIRST WINS. YOU MUST HAVE A BODY BEFORE YOU CAN ADD LEGS AND WINGS; AND YOU MUST HAVE A HEAD BEFORE ADDING EYES, NOSE, MOUTH AND FEELERS.





SHADOW SHOW

HERE'S HOW TO MAKE A *BARKING DOG*---FIX UP A STRONG LIGHT SO IT SHINES ON THE WALL AND TURN OFF ALL OTHER LIGHTS; THEN HOLD YOUR HANDS LIKE THIS. TO MAKE HIS EARS WIGGLE - MOVE YOUR THUMBS. TO MAKE HIM BARK- MOVE LITTLE FINGERS UP AND DOWN.

YOU CAN MAKE ALL KINDS OF SHADOW PICTURES. JUST HOLD YOUR HAND IN FRONT OF THE LIGHT. HOLD YOUR THUMB OVER YOUR FINGERS JUST LIKE THIS AND YOU HAVE A FUNNY DUCK'S HEAD!

LOOK! THAT ONE LOOKS JUST LIKE BEETLE USED TO LOOK!

THAT'S THE BEST ONE OF ALL - HOW DO YOU MAKE THAT ?

I DON'T KNOW I'M NOT MAKING IT !

CLICK

WELL, I GOT SO TIRED THAT I FELL ASLEEP BACK OF THAT SHOOTING GALLERY AND DREAMED ABOUT THAT SWELL *PETER WHEAT BREAD* - BOY DID I GET A *BANG* OUT OF IT!

HUM - I MUST BE HUNGRY! LET'S ALL GO TO SAMMY'S AND EAT SOME OF THAT DELICIOUS ENERGY PACKED *PETER WHEAT BREAD*

HEY, WHO TURNED ON THE LIGHTS?

LOOK, IT'S THE MISSING BEETLE ! WHERE WERE YOU BEETLE?

ONE FOR YOU...ONE FOR YOUR GOOD NEIGHBOR!

HERE'S YOUR PETER WHEAT FUN BOOK. THIS IS OUR WAY OF ADVERTISING—THE WORD-OF-MOUTH WAY."

the good neighbor way

one good neighbor tells another about PETER WHEAT service and products. You can give the PETER WHEAT FUN BOOK to anyone in your block (not presently a PETER WHEAT CUSTOMER). Would you prefer to give this to your neighbor yourself, or would you like to have the PETER WHEAT man give it to her with your compliments? Just instruct your PETER WHEAT man."

"I want my good neighbor to have one of your PETER WHEAT FUN BOOKS, too. My neighbor's name is_____;

address_____

My name is_____."

- SWEETER
- WHITER
- MOISTER
- LIGHTER
- TASTIER

PETER WHEAT SERVICE THE SMART WAY TO BUY